

CLAIMS

1 1. A multiplayer electronic entertainment system, comprising:

2 a simulator style device;

3 a plurality of video game style devices arranged in

4 proximity to said simulator style device, and

5 network means including a network switch to electrically

6 connect said simulator style device to each of said

7 video game style devices.

1 2. The multiplayer electronic entertainment system of claim 1

2 including a game computer connected electrically to said

3 network means, and a tracking computer connected electrically

4 to said network means.

1 3. The multiplayer electronic entertainment system of claim 2

2 wherein said plurality of video game style devices are

3 arranged in approximately a circle arrangement around said

4 simulator style device.

1 4. The multiplayer electronic entertainment system of claim 3

2 wherein said plurality of video game style devices are

3 oriented with their screens facing away from the center of the

4 circle, whereby both the video game screens and the simulator

5 style devices are viewable by onlookers.

1 5. The multiplayer electronic entertainment system of claim 4
2 wherein said *simulator style* device is physically elevated
3 whereby the view of said unit to players and onlookers is
4 enhanced.

1 6. The multiplayer electronic entertainment system of claim 4
2 wherein the *simulator style* device includes a three-degree of
3 freedom motion base.

1 7. The multiplayer electronic entertainment system of claim 6
2 wherein each of said *video game style* devices includes a
3 29 inch cathode ray tube display and a 15 inch LCD touchscreen
4 display.

1 8. The multiplayer electronic entertainment system of claim 4
2 additionally comprising a fence between said *simulator style*
3 device and said *video game style* devices.

1 9. The multiplayer electronic entertainment system of claim 6
2 wherein the *simulator style* device includes two player seats.

1 10. The multiplayer electronic entertainment system of claim 9
2 wherein said *simulator style* device includes two wide area
3 collimating displays.